NOTICE THIN	(PERSONALITY)		
REACT WITH	(ARCHETYPE)		
• ACTIONS • •			
AIM			
•	CREATING A MERC		
	Choose a Personality. Sum up your personality in a word or two.		
CONVINCE	<i>Pick a Quirk.</i> Come up with something unique, funny, or special about yourself.		
FORCE	Choose your Motive. Your motive is the thing you want or believe in most. This is what drives you on a fundamental level. You have Advantage when acting in furtherance of your motive.		
	Choose your Fear. Fears stand in the way of accomplishing your motive. These might be simple phobias or abstract ideas, like not knowing where you fit in. The GM can force you to act in accordance with your fear, even when you don't want to.		
IMPROVISE	Actions and Reactions. Gain +1 to any three Actions or Reactions of your choice.		
	Everything Else. Fill out every box that doesn't have a star for higher levels.		
NVESTIGATE	LEVELING UP		
••••	Level:		
RUSH	At the start of each episode, the GM gives you two Beats—secret narrative goals written on cards. If you can achieve one of these Beats, reveal that card to the other players and, at the end of the episode, you gain a level.		
	When you gain a level, fill in that level's dots; this unlocks new Actions and traits.		
SNEAK	IMPROVEMENT. Gain +1 to		
	two different Actions or Reactions of your choice.		



ADRENALINE SPEND ADRENALINE TO REPOLL AND ADD A BONUS				
I LOOK LIKE: I'M USUALLY WEARING:				
SPECIES \square Amoeboid, \square Avia-Ra, \square Elf, \square Nautilid, \square Human, \square Orc, \square Skathári, \square Vect, \square Wrothian, \square				
WEAPON. You use Expert Weapons and one Standard Weapon. What're you packin'? Choose two more:				
 ■ Repeater. (use Aim, +1 die when close [1/Scene]) □ Concussion Rifle. (use Aim, +1 die when far) □ Flamethrower. (use Improvise, +2 dice [1/Scene]) □ REC Gun. (use Aim, +2 dice [1/Scene]) □ Rocket Hammer. (use Force, +1 die if you have a running start 				
MY EMPLOYER. Who do you work for? Choose one:				
GRAX'S GUYS FOR CHEAP. We take any contract they give us. SCALE AND FANG INC. Private security for the rich and power. THE FIRM. A criminal syndicate with corporate trappings. THE COALITION. The 'Verse's largest for-profit military outfit.				
I'VE GOT A REPUTATION FOR				

What's your style as a mercenary? Choose one:

Reroll an Aim roll. (1/Scene)

☐ SHOOTING FIRST, ASKING QUESTIONS LATER.

☐ BEING A PRACTICAL JOKER. Reroll a Sneak roll. (1/Scene)
☐ LIVING ON THE EDGE. Reroll a Rush roll. (1/Scene)
☐ CRACKING SKULLS. Reroll a Force roll. (1/Scene)

BLOOD ON LENS

MERC

You're a gun for hire. Maybe you wear Coalition colors, you're a Grax's Guy, or you're independent, taking whatever jobs you can. You might be quick with a blaster, but can you protect those closest to you?

MOTIVE

I MIGHT...

You might be past your prime. In what way? *Choose one or more*:

- \square Be getting too old for this.
- ☐ Have gone soft.☐ Have become too reckless.
- Be living on borrowed time.
- The Director can force you to act in accordance with this trait as if it were your Fear.

LUCKY DODGE.

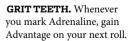
Whenever you take Trauma, roll a die. On a 5 or 6, you take no Trauma.

.

GUNS BLAZING.

Choose Aim or Force. Reroll 1s on Weapon rolls that use that Action. **HEADSHOT.** When roll two or more 5s or 6s on a Weapon roll in a Life-or-Death scene, choose one of the following:

- You gain Advantage on your next Reaction.
- When you move on this turn, you can move an ally with you.
- The next ally to take a turn gains Advantage on a Weapon roll.



MY CLOSEST FRIEND.

Who are they?

Is your relationship romantic or platonic?